

Doubling

The "Rule" of 1NT doubled means that the person doubling has 15+ points (some prefer 16+ by partnership agreement) and the double is for penalties. However, the following circumstances should be carefully considered before just accepting that "rule" blindly.

1 NT Doubling of a contract can be summarised as below.

If your partner doubles 1NT opener and you know your combined point count is 25+, you could be in game.

The probability is you will make 9 tricks and they will only make 4.

Under the above conditions, consider the following:

- If they are vulnerable, leave the double in as they should go 3 off giving you a point score of 800
- If they are NOT vulnerable and *you are vulnerable*, then 3 off will only give you 500 (100 + 200 + 200). This is not as good as you making game when you are vulnerable (600pts). Therefore, take the double of your partner out to 3NT
- If you are both non-vulnerable, leave the double in (3 off is 500, whereas game for you is 420)
- If you are both vulnerable leave the double in (3 off is 800)

Defence to 1NT doubled (Called Wriggle)

If your partner opens 1NT and it is doubled, you could be in deep trouble if you only have less than 4 points.

Therefore, look at your hand and bid the suit below your 5 card suit OR the suit below your best 4 card suit. Your partner **MUST** bid the suit above. (A kind of "Transfers").

If you want diamonds, bid clubs

If you want hearts, bid diamonds

If you want spades, bid hearts

If your best suit is Clubs, redouble and your partner **MUST** bid clubs.

This leaves the strong hand, undisclosed to your opponents.

You will probably still go down but not by as many.